

# Spellcrafters

## A Basic Fantasy RPG Supplement

### Release 2

Copyright © 2011 Luigi Castellani

All Rights Reserved

Distributed under the terms of the Open  
Game License version 1.0a

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

---

## INTRODUCTION

This supplement provides rules for playing a special magician class under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

## NEW CHARACTER CLASS

The new class described in this supplement is considered a subclass of the Magic-User. As such, it has the same hit dice, attack bonus and saving throws as a Magic-User of the same level. It should be treated as a Magic-User for all purposes, unless otherwise noted.

### Spellcrafter

Spellcrafters are a special kind of magicians, known for their mastery over magic items and constructs. They use the same experience and spell progression as magic-users, and have the same restrictions on armor and weapons.

**Requirements:** The Prime Requisite for Spellcrafters is Intelligence; a character must have an Intelligence score of 12 or higher to become a Spellcrafter.

**Special Abilities:** A first level Spellcrafter begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Spells section in the BFRPG rulebook for more details.

Spellcrafters do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells for the Spellcrafter's spell list.

Spellcrafters receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Spellcrafter suffer a penalty of -1 on any saving throw against it.

The real power of Spellcrafters is their greater understanding of the processes of magical fabrication.

Spellcrafters can create any scroll starting at 1<sup>st</sup> level, potions and other single use items beginning at 3<sup>rd</sup> level, and at 7<sup>th</sup> level they can create any kind of magic item.

A Spellcrafter receives a +25% bonus to all magical research rolls for creating magical items.

At 6<sup>th</sup> level Spellcrafters become so adept as to cut in half the time necessary to create a magic item.

At 9<sup>th</sup> level Spellcrafters become so adept as to reduce the cost of creating a magic item by 25%.

For more information about creating magical items please refer to the Basic Fantasy RPG Core Rules.

### Spellcrafter Spells

Spellcrafters are magic-users whose magical powers are concentrated on the interaction with pure magical forces and items. They abide to the same rules that “regular” Magic-Users do with respect to learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the Spellcrafter list are taken from the New Spells supplement and the Druid supplement. Please refer to those works for the details of these spells.

#### First Level Spellcrafter Spells

1	<b>Alarm</b>
2	<b>Break Restrictions</b>
3	Detect Magic
4	<b>Enhance Armor*</b>
5	<b>Enhance Weapon*</b>
6	Light*
7	Hold Portal
8	Protection from Evil*
9	Read Languages
10	Read Magic
11	<b>Repair*</b>
12	Resist Cold

**Second Level Spellcaster Spells**

1	<b>Activate</b>
2	Analyze Magic
3	Familiar
4	Find Traps
5	Heat Metal
6	Locate Objects
7	Minor Warding
8	Knock
9	Resist Fire
10	<b>Retrieve energy</b>
11	Warp Wood
12	Wizard Lock

**Third Level Spellcaster Spells**

1	<b>Channel blast</b>
2	Dispel Magic
3	<b>Hardness*</b>
4	<b>Hold Construct</b>
5	Immunity to Normal Weapons
6	<b>Lord of the Rings</b>
7	Protection from Evil 10' radius*
8	Protection from Normal Missiles
9	<b>Serious repair*</b>
10	<b>Overtake Item</b>
11	<b>Stone Shape</b>
12	Striking

**Fourth Level Spellcaster Spells**

1	<b>Charm Constructs</b>
2	Drainblade
3	<b>Greater Ward</b>
4	Hallucinatory terrain
5	<b>Mass armor enhancement</b>
6	<b>Mass weapon enhancement</b>
7	<b>Neutralize Potion</b>
8	Magic Mirror
9	Minor spell immunity
10	<b>Minor Creation</b>
11	Protection From Lightning
12	Wall of Fire

**Fifth Level Spellcaster Spells**

1	Conjure Elemental
2	Dream
3	Dispel Evil
4	Magic Jar
5	<b>Private sanctum</b>
6	Rock to Mud
7	<b>Secret Chest</b>
8	Starlight Blade
9	Passwall
10	Wall of Stone

**Sixth Level Spellcaster Spells**

1	Animate Objects
2	Anti-Magic Shell
3	Blade Barrier
4	Disintegrate
5	Flesh to Stone*
6	<b>Guards and Wards</b>
7	Major spell immunity
8	<b>Move earth</b>
9	<b>Permanency</b>
10	Wall of Iron

**Activate**

Spellcaster 2

Range: self

Duration: instantaneous

This spell allows the caster to activate a charged magical item in his hands without expending charges or daily uses. The caster must know any activation words required to use the item. This spell will not work on potions. Wands, staves, rods, rings, scrolls and all other items can be activated by this spell.

This spell does not allow the caster to use an item forbidden to his or her class.

If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

**Alarm**

Spellcaster 1

Range: 20'+10'/level

Duration: 2 hours/level

Alarm sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.

**Mental Alarm:** A mental alarm alerts the caster (and only the caster) so long as he or she remains within 1 mile of the warded area. The caster will hear a single mental "ping"

## SPELLCRAFTERS

sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10' or 20'. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Incorporeal, ethereal or astrally projecting creatures do not trigger the alarm.

**Break Restrictions** Range: touch  
Spellcrafter 1 Duration: 1 turn/ level

This spell allows the use of a magical item not normally usable by the caster, be it a ring, potion, or scroll. This spell does not allow the caster to break his or her own class restrictions regarding weapons or armor use, even if they are magical items.

**Channel Blast** Range: touch  
Spellcrafter 3 Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell) allowing the caster to create an energy discharge. The blast is cone shaped, 60 feet long and 40 feet wide at its end.

The damage inflicted depends on the item drained:

Potion: 3d6

Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls

Wand: 4d6

Staff: 5d6

Rod or ring: 6d6

Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for Half-damage.

**Charm Constructs** Range: 30'  
Spellcrafter 4 Duration: special

This spell allows the caster to take control of a construct, like a golem. Control is not absolute and is limited as for the Charm Person spell, the construct is granted a Saving Throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster's control.

## A BASIC FANTASY SUPPLEMENT

**Enhance Armor\*** Spellcrafter 1  
Range: Touch Duration: 1 turn

The spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form Weaken armor, imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack, the target may deny its effect with a successful saving throw.

**Enhance Weapon\*** Range: Touch  
Spellcrafter 1 Duration: 1 turn

The spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form Weaken weapon, imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack, the target may deny its effect with a successful saving throw.

**Greater Warding** Range: touch  
Spellcrafter 4 Duration: special

The spell works as for **Minor warding**, inflicting 6d6 of damage. The spell is activated by golems and undead as well as living creatures.

**Guards and Wards** Range: Anywhere within the  
Spellcrafter 6 area to be warded  
Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20 feet high, and shaped as the caster desires.

By dividing the area among them it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

**Fog:** Fog fills all corridors, obscuring all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (missile attacks have a -1 to hit). Creatures farther away have total concealment (missile attacks have a -4 to hit).

**Wizard Locks:** All doors in the warded area are wizard locked.

**Webs:** Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

**Confusion:** Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

**Lost Doors:** One door per caster level is covered by a silent image to appear as if it were a plain wall. This is saved against as if it was a Phantasmal Force spell.

In addition, you can place your choice of one of the following five magical effects.

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts.
2. A Magic mouth in two places.
3. A Minor Warding in two places.
4. A Suggestion in one place. You select an area of up to 5 feet square, and any creature who enters or passes through the area receives the suggestion mentally.
5. A Sleep in two places. You select an area of up to 5 feet square, and any creature who enters or passes through the area triggers the sleep spell.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

**Hardness\*** Range: touch  
Spellcaster 3 Duration: one turn per level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form Weaken subtracts as many points of Hardness, if the target item is reduced below 0 Hardness, excess negative hardness is inflicted as damage points.

**Hold Construct** Range: 180'  
Spellcaster 3 Duration: 2d8 turns

This spell has the same effects of Hold Person but only affects Constructs, such as golems.

**Lord of the Rings** Range: self  
Spellcaster 3 Duration: one turn per level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e.: two magical rings of protection do not grant a +2 to AC).

**Mass Armor Enhancement\***  
Spellcaster 4 Range: special  
Duration: 1 turn

The caster can affect with **Enhance armor** up to 3 armor sets within 30 feet with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a Saving throw.

**Mass Weapon Enhancement\***  
Spellcaster 4 Range: special  
Duration: 1 turn

The caster can affect with **Enhance weapon** up to 3 weapons within 30 feet with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a Saving throw.

**Neutralize Potion** Range: touch  
Spellcaster 4 Duration: instantaneous

This spell destroys all traces -and effects- of any sort of potion. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective.

In a target that has drunk a potion it immediately dispels the potion's effects.

Unwilling targets must be hit in combat for the spell to be successful.

**Minor Creation** Range: self  
Spellcaster 4 Duration: instantaneous

This spell creates a non-magical object of nonliving matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon's liver or troll blood.

## SPELLCRAFTERS

### Move Earth

Spellcrafter 6

Range: 400 ft.

Duration: One round per caster level

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth.

However, in no event can rock formations be collapsed or moved.

The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

### Overtake Item

Spellcrafter 3

Range: 30'

Duration: instantaneous

With this spell the caster can activate one magical item not in his possession that he is aware of and within range. The item must be in plain sight for the caster to see, if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item's activation.

### Permanency

Spellcrafter 6

Range: 10'

Duration: Permanent; see text

This spell makes is used to make permanent another spell of 6th or lower level.

Only arcane magic can be affected: clerical, druidic and other spells of divine nature can not be made permanent.

No spell with a permanent or instantaneous duration can be made permanent.

A permanency spell lasts until dispelled. When the permanency spell is dispelled, the other spell effect vanishes immediately.

No more than two spells can be made permanent on a single person, item or place. If a third permanency spell is cast it automatically fails, there is a 50% that each of the two other permanency spells fails too.

## A BASIC FANTASY SUPPLEMENT

A permanency spell is not necessary to make any magical item, using permanency to bind a spell to an object, person or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: detect magic, protection from evil, read languages, read magic, detect invisible, and fly.

Spells commonly made permanent on items or locations include: Alarm, Animate objects, Confusion, Dancing lights, Guards and Wards, Invisibility, Phantasmal Force, Private sanctum, Magic mouth, Symbol, Wall of fire, Web.

Casting a Permanency spell causes the loss of 1 point of Constitution.

### Private Sanctum

Spellcrafter 5

Range: 30 feet

Duration: 24 hours

This spell creates a field impenetrable to most kinds of scrutiny. Onlookers into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, exit from the area. Those inside the affected area can see and hear out normally.

Divination spells like magic Mirror and Clairvoyance/clairaudiance and similar effects cannot perceive anything within the area.

Also people inside the affected area are immune to ESP spells.

No speech is possible between those inside and those outside, the spell does not prevent other means communication, such as telepathic communication, or such as that between a magic-user and his familiar.

Private Sanctum does not stop creatures or objects from moving into and out of the area.

### Repair\*

Spellcrafter 1

Range: touch

Duration: instantaneous

With this spell the caster repairs 1d6+1 hit points of damage by laying his or her hand upon the injured item be it a vehicle or golem.

The reverse form of this spell, shrivel, causes 1d6+1 damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures, it will shatter small items and may require a target magic item to roll a saving throw at +4.

**Retrieve Energy**      Range: touch  
Spellcrafter 2      Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell) allowing the caster to retain its energy.

In the following round the caster can cast any spell he has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

- Potion: up to 2nd level
- Scroll: up to level of the spell or third level for non-spell scrolls
- Wand: up to 3rd level
- Staff: up to 4th level
- Rod or ring: up to 5th level
- Any other (Miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.

**Secret Chest**      Range: See text  
Spellcrafter 5      Duration: Sixty days or until discharged

The spell hides a chest in an extra-dimensional space for as long as sixty days.

Regardless of the chest's actual size, (which is about 3 feet by 2 feet by 2 feet) it can contain up to 1 cubic foot of material per caster level.

The caster can retrieve the chest at will by a simple act of will, the chest will appear beside the caster.

If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After sixty days, there is a cumulative chance of 5% per day that the chest is irretrievably lost.

Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever they need to survive.

**Serious Repair\***      Range: touch  
Spellcrafter 3      Duration: instantaneous

With this spell the caster repairs 2d6+1 hit points of damage by laying his or her hand upon the injured item be it a vehicle or golem.

The reverse form of this spell, Serious shrivel, causes 2d6+1 damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures, it will shatter small items and may require a target magic item to roll a saving throw.

**Stone shape**      Range: touch  
Spellcrafter 3      Duration: instantaneous

The spell allows the caster to shape, bend and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet per level) into any shape he likes.

Fine detail is not possible but primitive doors, walls, bridges or similar items can be created out of this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.

# Open Game License

## INTRODUCTION

**Spellcrafters: A Basic Fantasy Supplement** (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

**Designation of Open Game Content:** The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

**Designation of Product Identity:** Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game

Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006-2011 Chris Gonnerman.

Spellcrafters: A Basic Fantasy Supplement Copyright © 2011 Luigi Castellani

## END OF LICENSE